



1: This is the front door to Chemcheaux. The door has a Primal's Reversal spell cast upon it.

2: These are thick windows. They are rumored to be unbreakable, and they are magicked to prevent teleport and gate spells from functioning within the building except for the Chemcheaux teleport pad in the back room.

3: This is the main meeting hall. Here, old mages and priests congregate to brag of their exploits, to learn about recently created magical items and spells, and to share their own arcane findings.

4: These cauldrons, basically for the mages and priests, hold hot exotic teas. Next to the teas, the Chemcheaux owners place donuts and other pastries.

5: This is a chest-high counter. All sales, exchanges and refunds are made here.

6: This is the wall separating the back room from the meeting hall. The wall is made of a large, thick enchanted mirror. The mirror is AC 8 and can withstand 100 points of damage before shattering.

Further, it regenerates 10 hit points per round. If the mirror is broken, 1d4 + 3 mages of level 12 or higher who were sitting behind the wall attack the offender with rods, staves, wands, and spells until the offender is driven off or killed. Thereafter, the Chemcheaux is temporarily closed until a replacement mirror can be teleported from Chemcheaux 1, and installed. This, and an investigation of the incident by Primal usually takes 1d4 days.

7: This secret door allows access to a hidden section of the shop, where Primal employees sit and watch the customers. If anyone besides the proprietor or Primal opens these doors, a magic mouth screams a warning.

8: This door opens to the room containing the Chemcheaux teleport pad. If anyone other than the proprietor or Primal opens this door, a magic mouth screams a warning, and a glyph of warding reduces the entrant by two levels, although a save versus spell at -4 negates the effect.

9: This is the back room. The equipment furnishings depend upon the items constructed at each particular shop. For example, a plethora of swords + 2 are stored at the Ravens Bluff shop.

10: This is the Chemcheaux teleport pad. Next to the teleport pad is a massive book resting on a small table. This book details the locations and numbers of each Chemcheaux and each shop's specialty. The book has three sections. The first section has the Chemcheaux in numeric order. The second section lists the Chemcheaux alphabetically by world and city. The third and most important list, details the Chemcheaux in alphabetical order by the item it creates. By standing on the teleport pad and saying the Chemcheaux number, the mage can instantly teleport to that location to pick up the desired item.

Items for Sale

Weapons

Generic Magical Sword [2d4] +7 Th/+6 dmg; 6080gp

Generic Magical Bow with Enough ammo [3d2] +7 Th/+5 dmg; 3850gp

Generic Magical Helmet [3d12] +6 Th/+7 dmg; 3790gp

(Capital E Enough) Swords +2 [1d6]; 5010gp (Imported from Chemcheaux233)

Armor

Generic Magical Shield [AT+6] +8 AC/+6 Saves; 3540gp

Generic Magical Armor [AT+6] +8 AC/+6 Saves; 4560gp

Generic Magical Bracers/Gauntlets [AT+7] +6 AC/+7 Saves; 5020gp

Generic Magical Robe [AT+8] +6 AC/+6 Saves; 3680gp

Generic Magical Belt/Girdle [AT+6] +7 AC/+8 Saves; 3240gp

Generic Magical Boots [AT+8] +7 AC/+7 Saves; 4310gp

Generic Magical Amulet of Slaying +6; 3530gp

Generic Magical Cloak of Protection +6; 5800gp

Generic Magical Ring of Protection +5; 3610gp

Utility

Generic Ioun Stone +2 AC; 3590gp

Metamagic Rod, Concussive (48 charges); 3930gp

Generic Magical Staff [1d6] +6 Th/+7 dmg; 1M: Ray of Enfeeblement 1 (24 charges); 5350gp

Generic Wand of Sleep (91 charges, CL 2); 5570gp

Ultra Rare Item

Note: 2000% Markup due to extreme item rarity.

Book of +1 Revive Slot(s); 261,060gp



Scrolls for Sale

Scrolls

Note: 200% Markup due to spell rarity.

Scroll of Kreshenk's Shadow Mask (SL=1); 800gp

Scroll of Drawmij's Adventurer's Luck (SL=2); 1,800gp

Scroll of Khelben's Suspended Silence (SL=3); 3,200gp

Scroll of Merald's Meld (SL=4); 5,000gp

Scroll of Mordenkainen's Faithful Hound (SL=5); 7,200gp

Scroll of Forest's Fiery Constrictor (SL=6); 9,800gp

Scroll of Jalensifer's Trident (SL=7); 12,800gp

Scroll of Nybor's Wrathful Castigation (SL=8); 16,200gp

Scroll of Iggwilv's Timeless Sleep (SL=9); 20,000gp

Scroll of Proctiv's Move Mountain (SL=10); 24,200gp

Ultra Rare Scrolls

Note: 2000% Markup due to extreme spell rarity.

Scroll of Eidolon (SL=17); 648,000gp

Scroll of Continuous (SL=11); 288,000gp

